PONG de las TORTUGAS NINJA

Nintendo® ENTERTAINMENT SYSTEM

SPORTS SERIES

Official Homebrew Seal of Quality

HOW TO PLAY PONG DE LAS TORTUGAS NINJA

BACKSTORY

Señor Saki has finally done it! Using a matter transmogrifier from Dimension X, he's captured our heroes, those radical reptiles, in an AY-3-8500 Pong simulation!

With no means of escape, the Tortugas must team up and battle for supremacy, hoping that some victory, some portal in the walls, may eventually unlock their escape. Little do they know their next game will never be their way home…

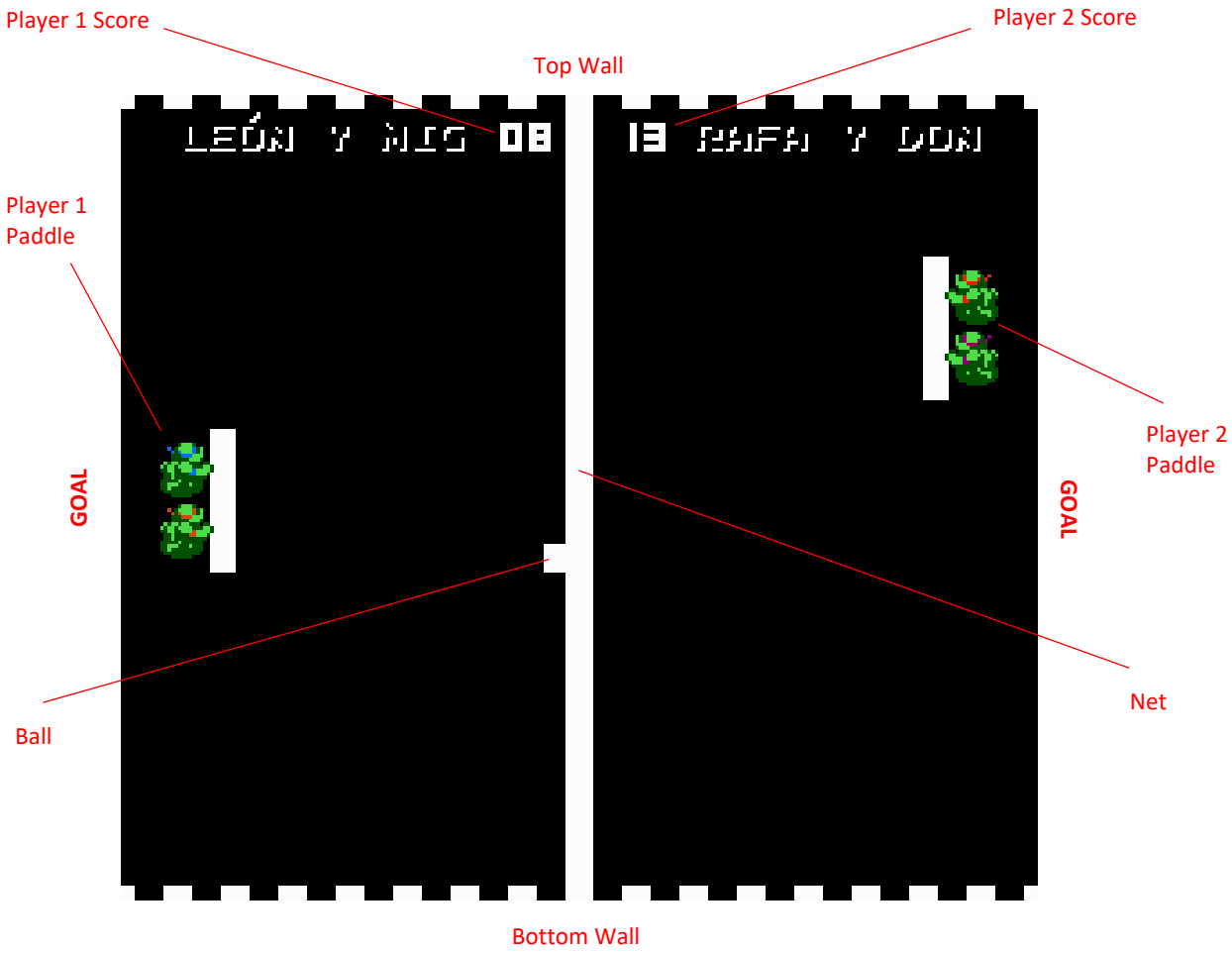
STARTING YOUR MISADVENTURE!

At the title screen, you have the option of taking on CPU turtle counterparts (1P game) or going mano-a-mano (er… paddle-a-paddle?) against a friend (2P game).

For one player action, press Start on Controller 1.

For two player action, press Start on Controller 2.

(Who will you be? Leader León and Miguel (player 1), the fiesta fan, or angry wisecrackin' Rafa (depending on continuity) and resident brainiac Don (player 2))?



GAMEPLAY

Player 1 controls the left Tortuga duo, while player 2 (human or CPU, depending on game selected) controls the right. The object is to volley the ball back and forth over the net (richocheting off walls and each other's paddles… sometimes a Tortuga's head or feet… in the process) until one player can successfully hit the ball beyond the other player and score a goal. Gameplay ends when a player scores 15 points, and the victory will be awarded to that player.

Think you can score a perfect game? Give it a try!

When the game ends, press Start on either controller (1 or 2) to go back to the title screen.

MOVIN' AND GROOVIN'

During gameplay, the following buttons on either Controller 1 or 2 will help your turtles get paddlin':

MOVIN' ON UP!	GROOVIN' ON DOWN!
Up = Slow as a turtle (1x speed)	Down = 1x speed
Left = Double time! (2x speed)	Right = 2x speed
B = Quick as a ninja (3x speed)	A = 3x speed

Got a wonky controller? Diagonals work, too! Up-Left and Up-Right give you 2x speed in the up direction, while Down-Left and Down-Right give you 2x speed in the down direction.

PROTIPS

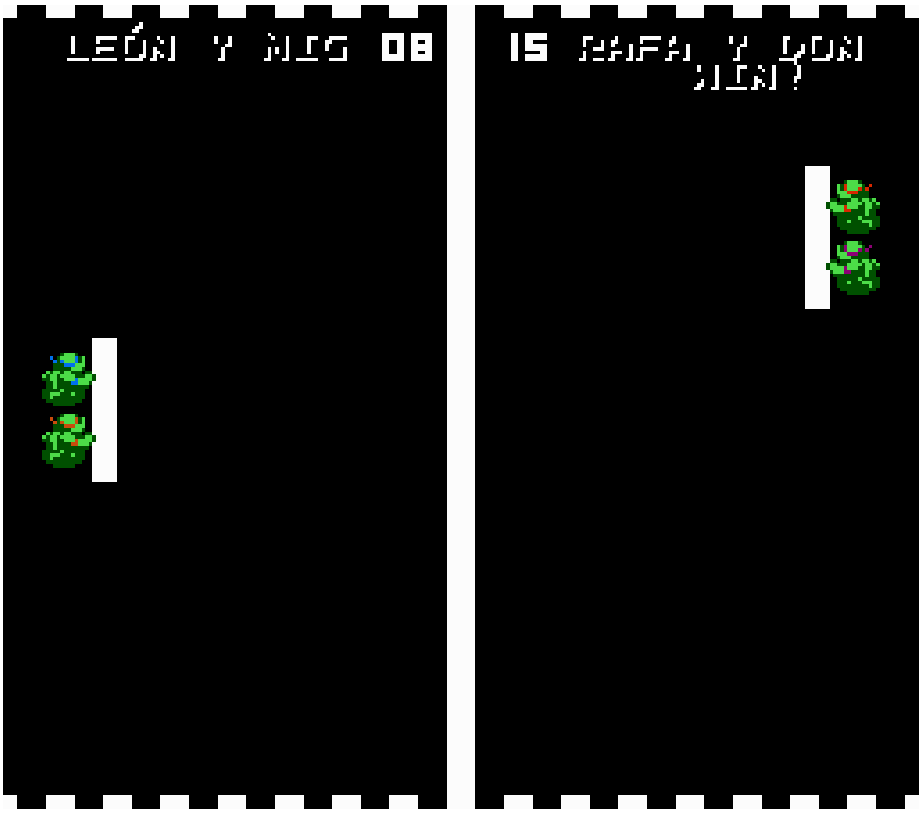
Choose your paddle speed wisely; you'll have to be both quick and precise to get to the ball in time to avoid your adversaries scoring a goal.

Triple speed is a great way to cover a long distance between point "A" and point "B" but an even better way to overshoot and miss a ball.

Watch hitting the ball with the edges of (or off-center with) your paddle; it could cause a nasty change in the angle and speed of the ball that you (and maybe your opponent?) might not see coming…

Think you've got no chance at reaching a ball? Give it a shot anyway! With the right bank off of a wall, your turtle might be able to kick or head it back out from behind your paddle. Fútbol rules, baby!

The CPU may be dumb, but its turtle team's a fairly tough adversary. Is there a pattern to be learned, and perhaps a gentle touch needed to maintain control of the ball movement? Señor Saki will never tell…



ACKNOWLEDGEMENTS

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MetalSlime – for the sound engine Nerdy Nights supplements

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dougeff – for some controller concepts

NES Developer Server Discord

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The Usual Suspects

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Wake – for that sweet 1st gen release NES art!

(Pong de las Tortugas Ninja, as developed and compiled via NESASM3 by eskayelle, aka Double Z, July/August 2020.
Compatible with the Nintendo Entertainment System (NES) and most clones, derivations, and known emulators.

Like my work? Why not check out my NBA Jam TE (Double Z and 2Kxx mods), TMNT of Rage, and COVID Captives/COVID Trek series romhacks? http://www.romhacking.net/community/5043/)